

Design Technology

At Tregolls Academy, we believe Design and Technology enables children to take risks and become creative, resourceful, innovative, enterprising § successful citizens within an increasingly technological world.



Intent

Pupils develop creative, imaginative, technical & practical expertise to perform everyday tasks confidently that solve real and relevant problems within a variety of contexts.



Develop in children an understanding of how environmental issues and societal factors (e.g. cost effectiveness) impact design.



Children will acquire the technical know-how and practical skills to translate these ideas into workable solutions to construct high quality products.



Expose children to a range of inventors, designers and innovators so they can use critical thinking skills to reflect on, evaluate and revise products according to the purpose or user.



Enable children to make purposeful links across the curriculum in subjects such as Maths, Science & computing.

Implementation

Strona Foundations

In the EYFS, DT lays a solid foundation for KS1. In the nursery and reception, children should have the opportunity to work with mechanisms, structures, food and textiles. Using a variety of tools, which is incorporated in everyday learning and helps to strengthen their fine motor skills. The environment provides children with opportunities to take risks, problem solve and build resilience. EYFS play a fundamental role through purposeful conversation and language

PROGRESSION OF KNOWLEDGE

From the EYFS through to KS2, there is clear progression. The curriculum enables children to build on previous knowledge and therefore progressing their skills set and applying this to different contexts. In EYFS children begin to design and explore materials and tools. IN KS1, children continue to create their designs but have an awareness of other possibilities and limitations and begin to evaluate. In KS2, children design products that allow innovation.















VOCABULARY

With each unit, subject specific vocabulary is explicitly taught and children then apply this to their learning. Deliberate repetition of this language ensures that key knowledge is retained. This entitlement allows children to talk confidently about their design as well as critique others.

PERSONAL DEVELOPMENT

We aim for out children to leave KS2 with the knowledge and skills to become inventors, designers and engineers of the future. We feel it is vital to nurture creativity and innovation through deign and by exploring the designed and made world in which we live and work. This is achieved by providing purposeful contexts and showing the impact of this innovation.